Virtual Venues

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Overview

- Problem & Solution
- Heuristic Evaluation
- Design revisions
- High-fidelity Prototype
- Demo

Problem

- Complicated software
- No venue access
- Rearranging lights
- No preview or rehearsal of lights

Solution

- Enter Virtual Venues
- Sofware
  - Straight forward
  - Integrated into visualizer
- Preview and easy modification of lights

Heuristic Evaluation

- No system status/progress bar
- Back button
- Fixture selection "front" and "back"
- No units of time
- Text size
- Design and visualize screens

Heuristic Evaluation

- Too few icons
- Poor instructions
- Fixture differentiation
- Light groupings
- Unnecessary visualization instructions

Design Revisions

- Streamline venue selection
- Bread crumbs
- Back button functionality
- Design screen

High-fi Status

- Tools
  - Oculus Rift
  - Leap Motion
  - Unity
- Implemented
  - Hand tracking
  - Button interactions

High-fi Status

- Unimplemented
  - Venue
  - Venue selection
  - Lighting design
  - Visualization

High-fi Status

- Wizard of Oz
  - Light show
  - Fixture list
  - Venue List
  - Venue creation

Demo

- Oculus Rift
- Leap Motion
- Enjoy